

City of Wichita
DEPARTMENT OF PARK AND RECREATION
Recreation Division

JUNIOR / SENIOR ROOKIE LEAGUE Rules & Regulations
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Eligibility of Players

1. If a player is 14, 15, 16, but not 17 years of age before May 1, 2006, that player is eligible for Junior Rookie League play.
2. If a player is 16, 17, 18, but not 19 years of age before May 1, 2006, that player is eligible for Senior Rookie League play.
3. Each manager is responsible for the eligibility of his players.
4. Each player must have his birth certificate in the Athletic Office before he is eligible to compete in the League. Any player who registered his birth certificate previously will not need to do so again. This information is on file in the Park Department - Athletic Office.
5. Team rosters must be submitted to the Athletic Office prior to the first game. Any changes in rosters must be made in writing to the Athletic Office by 5:00 p.m. prior to the game in which the addition or deletion is to be effective (Monday through Friday). All changes will be made by the manager only. There will be no exception to this rule, so please plan ahead. Roster limit is 18 players.
6. No player may play on more than one Rookie League team.
7. A player cannot change teams after June 30 for either league or tournament play. New players may join a team after June 30, 2006, for league play only. A new player will be considered new if he has not played in at least one league game prior to June 30, 2006.
8. All team managers, if asked by League Officers, must furnish official game records for those games that his team is designated home team on the official schedule. Failure to do so may result in forfeiture of game or games.
9. In case of rain before a game, you may call the following phone number for rain out information: Phone 219-9777. Take nothing for granted. If no announcements are made, games will be played as scheduled.
10. A player must have a release from his team manager in writing before he may join any other team in the Park Department league.
11. A player must play in one (1) game before he is considered a member of a team.

12. Any team using an ineligible player must forfeit the game or games in which he has played.
13. Good Sportsmanship must be stressed at all times.
14. **Rules to Govern Play:**
15. Regulation playing field will be used.
16. Each team will provide one (1) new and three (3) good used balls for each game.
17. Only number two grade baseballs will be used. They are:

Diamond D-1, D.S.-G	NBC Jet
Rawlings SCB	Worth ML
Rawlings RRHS	Debeer 101 1001, 1010, 1011, 1031
18. Teams will be required to shag their own baseballs.
19. The home team will appear in the left-hand column of the playing schedule. The team designated as home team for the first game shall occupy the third (3rd) base bench area and the visitors the first (1st) base bench area. When the same two teams are scheduled a double-header, home team designation will alternate, but the teams will remain in the same team bench area. The home team will be responsible for the official scorebook.
20. At the end of the game, results are to be turned over to the Park Department Supervisor in Charge.
21. Play will be governed by two umpires and they will be in complete charge of the game.
22. It is expected that all protests will be settled on the field. There will be a \$50.00 protest fee accompanying all protests on Rule Interpretation. The protest or the intent to protest must be made immediately before the next pitch. The manager of the protesting team should immediately notify the umpires and opposing team manager. Scorekeepers shall take notice of the conditions surrounding the play in question. The official score book shall be initialed by the Umpire-in-Chief and checked by each team manager, thereby approving its authenticity.
23. There will be no protest of a judgment decision.
24. It is recommended that all players be in full uniform; also, team managers and coaches.
25. Starting times:
Weekday Games -6:30 and 8:30 p.m. with no time limit on games.
26. Games will consist of seven (7) innings. If the score is tied at the end of seven (7) innings, tie games will be played to completion. In case of rain, 4 complete innings will constitute a game.

27. A team must have nine (9) players to start a game; also, a coach and the necessary equipment.
28. Ten minutes past scheduled game time will constitute a forfeit for the first game only. A maximum of twenty (20) minutes will be allowed between games. After a forfeit, the second game will begin no later than 8:30 p.m. The game may begin earlier by mutual agreement by the managers.
29. Infield practice must be completed before game time. There will be a limit of five (5) warm-up pitches between innings. Visitors will take the infield first and must be off the field by 6:10 p.m.
30. Each team will be allowed sixty (60) seconds between innings. Infraction of this rule will result in either a ball or strike being called. The time will be kept by the Umpire-in-Chief of each game. Time may be extended to allow the catcher to replace his gear - umpires discretion.
31. If time does not permit after the first game for normal warm-up, each team will be allowed one round of 1's and one round of 2's and then in.
32. Teams should make every effort to be on time.
33. An eight-run lead at the end of five (5) innings shall constitute a game, or any inning thereafter, as 12 runs in three (3) innings.
34. Only players, managers, coaches, scorekeepers, and a bat boy/ batgirl will sit on the bench. No more than two non-players in the dugout.
35. All batters must wear protective helmets and base runners must wear either helmets or liners.
36. Hidden ball is banned in both leagues.
37. Smoking, drinking, or using profane language by players, managers, and umpires will not be tolerated.
38. Managers or coaches are limited to two (2) trips to the mound per pitcher, per inning. On the second trip to the mound, the pitcher must be removed from the mound (to the bench area or other position).
39. The team at bat may use courtesy runners for the pitcher and/or the catcher as soon as they reach base. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning.

NOTE: An unreported courtesy runner is an illegal substitute.

PENALTY: For illegal substitution, such substitutes will be ejected.

40. Either DH or EH is allowed but not both. Manager's choice must be declared at the beginning of the game.
41. In case of a tie for first, second, or third place, head to head competition will determine the winner.
42. Discipline - A Coach, Assistant Coach, Player, or Representative that is ejected from the game for any reason will be disciplined in the following manner with no exceptions.

1st ejection: one game suspension
2nd ejection: two game suspension
3rd ejection: expulsion from the league
43. It is recommended that all visiting team managers sign the official scorebook at the end of each game.
44. With the exception of the above special League Rules, KSHSAA Federation Rules shall apply.

<p style="text-align: center;">LEAGUE OFFICERS President/Director – Scott Fielding</p>
